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CPU and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or
L15 modif\$ or chang\$ or writ\$ or alter) near8 variable\$ and (virtual near4
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 0 L15
DB=DWPI; PLUR=YES; OP=ADJ

CPU and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or
L14 modif\$ or chang\$ or writ\$ or alter) near8 variable\$ and (virtual near4
 machine\$)and (sign\$ near4 exten\$) and operand\$ and register\$

 0 L14
DB=JPAB; PLUR=YES; OP=ADJ

CPU and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or
L13 modif\$ or chang\$ or writ\$ or alter) near8 variable\$ and (virtual near4
 machine\$)and (sign\$ near4 exten\$) and operand\$ and register\$

 0 L13
DB=EPAB; PLUR=YES; OP=ADJ

<u>L12</u>	CPU and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or modif\$ or chang\$ or writ\$ or alter) near8 variable\$ and (virtual near4 machine\$)and (sign\$ near4 exten\$) and operand\$ and register\$ <i>DB=PGPB; PLUR=YES; OP=ADJ</i>	0	<u>L12</u>
<u>L11</u>	CPU and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or modif\$ or chang\$ or writ\$ or alter) near8 variable\$ and (virtual near4 machine\$)and (sign\$ near4 exten\$) and operand\$ and register\$ <i>DB=USPT; PLUR=YES; OP=ADJ</i>	1	<u>L11</u>
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<u>L9</u>	L8 and operand\$	6	<u>L9</u>
<u>L8</u>	L7 and (sipush or bipush)	6	<u>L8</u>
<u>L7</u>	L6 and (sign\$ near4 exten\$)	17	<u>L7</u>
<u>L6</u>	L5 and (program counter\$ or pc)	70	<u>L6</u>
<u>L5</u>	L4 and (virtual near4 machine\$)	88	<u>L5</u>
<u>L4</u>	CPU and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or modif\$ or chang\$ or writ\$ or alter) near8 variable\$	330	<u>L4</u>
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<u>L17</u> 717/136,137,139.ccls.	359	<u>L17</u>
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<i>DB=TDBD; PLUR=YES; OP=ADJ</i>		
<u>L15</u> CPU and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or modif\$ or chang\$ or writ\$ or alter) near8 variable\$ and (virtual near4 machine\$)and (sign\$ near4 exten\$) and operand\$ and register\$	0	<u>L15</u>
<i>DB=DWPI; PLUR=YES; OP=ADJ</i>		
<u>L14</u> CPU and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or modif\$ or chang\$ or writ\$ or alter) near8 variable\$ and (virtual near4 machine\$)and (sign\$ near4 exten\$) and operand\$ and register\$	0	<u>L14</u>
<i>DB=JPAB; PLUR=YES; OP=ADJ</i>		
<u>L13</u> CPU and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or modif\$ or chang\$ or writ\$ or alter) near8 variable\$ and (virtual near4 machine\$)and (sign\$ near4 exten\$) and operand\$ and register\$	0	<u>L13</u>

DB=EPAB; PLUR=YES; OP=ADJ

L12 CPu and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or
modif\$ or chang\$ or writ\$ or alter) near8 variable\$ and (virtual near4
machine\$)and (sign\$ near4 exten\$) and operand\$ and register\$ 0 L12

DB=PGPB; PLUR=YES; OP=ADJ

L11 CPu and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or
modif\$ or chang\$ or writ\$ or alter) near8 variable\$ and (virtual near4
machine\$)and (sign\$ near4 exten\$) and operand\$ and register\$ 1 L11

DB=USPT; PLUR=YES; OP=ADJ

L10 L9 and register\$ 6 L10

L9 L8 and operand\$ 6 L9

L8 L7 and (sipush or bipush) 6 L8

L7 L6 and (sign\$ near4 exten\$) 17 L7

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L5 L4 and (virtual near4 machine\$) 88 L5

L4 CPu and processor\$ and accelerat\$ and stack\$ and instruction\$ and (updat\$ or
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L3 L2 545 L3

L2 712/202,203,210.ccls. 545 L2

L1 717/139,136,140,118,148.ccls. 645 L1

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Terms used

 cpu and **accelerator** and **processor** and **variable** and **modify** and **stack based** and **virtual** and **java**

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1 [Techniques for obtaining high performance in Java programs](#)

Iffat H. Kazi, Howard H. Chen, Berdenia Stanley, David J. Lilja

 September 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 3

 Full text available: [pdf\(816.13 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This survey describes research directions in techniques to improve the performance of programs written in the Java programming language. The standard technique for Java execution is interpretation, which provides for extensive portability of programs. A Java interpreter dynamically executes Java bytecodes, which comprise the instruction set of the Java Virtual Machine (JVM). Execution time performance of Java programs can be improved through compilation, possibly at the expense of portability ...

Keywords: Java, Java virtual machine, bytecode-to-source translators, direct compilers, dynamic compilation, interpreters, just-in-time compilers

2 [Exploiting Java instruction/thread level parallelism with horizontal multithreading](#)

Kenji Watanabe, Wanming Chu, Yamin Li

 January 2001 **Australian Computer Science Communications , Proceedings of the 6th Australasian conference on Computer systems architecture**, Volume 23 Issue 4

 Full text available: [pdf\(787.34 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#)

Java bytecodes can be executed with the following three methods: a Java interpreter running on a particular machine interprets bytecodes; a Just-In-Time (JIT) compiler translates bytecodes to the native primitives of the particular machine and the machine executes the translated codes; and a Java processor executes bytecodes directly. The first two methods require no special hardware support for the execution of Java bytecodes and are widely used currently. The last method requires an embedded J ...

3 [Bytecode fetch optimization for a Java interpreter](#)

Kazunori Ogata, Hideaki Komatsu, Toshio Nakatani

 October 2002 **Proceedings of the 10th international conference on Architectural support for programming languages and operating systems**, Volume 36 , 37 , 30 Issue 5 , 10 , 5

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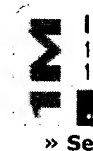
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